

# LOADSTAR LETTER #51

## New Study Proves That Junk Email Causes Cancer

From: A Board Certified Brain Surgeon  
<user@savemail.com> Newsgroups:  
news.admin.net-abuse.email. Fredonia, 18  
Oct. 97 -- A new study due out today by the  
Fredonian College of Oncology proves  
beyond a doubt that UCE or junk Email  
received on the Internet increases a user's  
risk of cancer.

The study, headed by noted researcher  
Christofer Eriksen, ran double blind studies  
on a group of several thousand Internet users.  
Half the test group was sent dozens of junk  
e-mails on a daily basis. The control group  
was sent a harmless placebo consisting of  
news stories about noted junk e-mailer  
Sanford Wallace, his associate Walt Rines,  
and other unimportant goings on in the junk  
e-mail community. The results revealed that  
the group receiving the junk e-mail  
experienced a rate of eyeball cancer (Ocular  
Spaminus) at 10 times the rate of the control  
group. However the control group, for  
reasons that have not yet been identified,  
experienced incidents of psychosomatic  
blindness at a higher rate than the general  
population, especially after reading quotes  
from Mr. Wallace. The control group also  
reported periods of unexplained nausea.

Doctor Eriksen stated that he has seen  
similar results in other tests where he sent  
unsolicited e-mails to thousands of randomly  
selected Internet users offering to help them  
'Make Money Fast'. Dr. Eriksen is the  
director of the Fredonian Institute for  
Internet Disorders. He treats many patients  
suffering from Internet Addiction Syndrome,  
Chat-line Associative Disorder, and other hi-  
tech maladies. His Email address is  
'friend@public.com'. Luddite News Service  
reported by G. Marx, Fredonian Bureau.

## AOL Files Suit To Cut Out Spam

America Online filed a lawsuit in Virginia  
federal court to stop Prime Data Worldnet  
Systems Inc., and its proprietor Vernon Hale  
from sending mass electronic mailings,  
referred to as "spam", to its subscribers.  
AOL charges them with violating the  
Computer Fraud and Abuse Act, the Lanham  
Act and the Virginia Computer Crimes Act.  
They claim Prime Data and Hale violated

federal and Virginia state law by flooding  
its system with millions of intrusive,  
unsolicited "get-rich-fast" "spam" e-  
mails, as well as giving false return  
addresses, despite requests to stop the  
mailings.

"The days of no accountability for  
'spammers' are over," said George  
Vradenburg, senior vice president and  
general counsel for America Online.

"Our message to Hale and other  
'spammers' is simple: We will pursue all  
legal remedies to protect our members  
and uphold the integrity of the AOL  
system," Vradenburg added.

## Religion Or Illness Of The Week?

By Gaelyne R. Gasson. We've been  
called zealots and fanatics, and we've  
been scorned and ridiculed. We hold  
monthly support meetings and when  
online, we tend to hang out with others  
who share our point of view. We look for  
our computers in movies and TV shows  
and feel glad when we notice one,  
whether it's being used or not.

When we go to our monthly meetings,  
we usually sit and listen to someone  
standing at the front of the room telling  
us what's new and what's on the agenda.  
Afterwards, individual members  
sometimes give testament, showing what  
our computers can do. Sometimes we  
attend the meetings because it's our turn  
to share something new and other times  
we go because it's nice to be around  
other people that are scorned as much as  
we are - there's safety in numbers. It's  
neat to find out what Joe Bloggs has  
learned to do with his computer, and it's  
fascinating to see how people can use the  
same machine in so many different ways.

We even have mantras we repeat when  
we're being hassled by others because  
we've chosen the road less traveled:

*It's paid for, is yours?  
Of course we can do that too, you know.  
You'd be surprised!  
It's only a hobby, it's only a hobby...*

As with organized religions and  
illnesses, we have our own specialized  
niches within the community, offshoots  
that some prefer over the mainstream.

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Demo coders are an elite group that disdain the rest of us (well, that's what many would like us to believe)... GEOS vs NATIVE CBM, those with CMD accessories and those who'd rather have a "pure" system, game players who wouldn't dream of using a word processor and the productivity crowd. Some mix and match. Sometimes we even argue amongst ourselves over trivialities like which word processor is best and why JiffyDOS is the de facto standard for making life with our religion... err, illness err, computer easier.

Is there a cure? Can we be reborn as "other" computer users? I doubt it. Even those who've crossed over the threshold return to see how things have changed, and many find themselves yearning for their trusty Commodore. It gets taken from the closet, dusted off, and used with joy again. Some have never left, but use other computers on the side... at work or at home, but still have their Commodores, and faithfully seek out other users and enjoy their company.

Fortunately, we don't go around in pairs knocking on doors to spread the word of Commodore, and we don't hang out in airports wearing funny robes and passing out disks to passers by. If anything, more like an illness, we tend to huddle in groups and sometimes must muster quiet inner dignity to an outsider as we admit, "Yes, I use a Commodore computer." To keep the prejudice against us at bay, there are times when we don't mention our computer, lest we hear the false words: "You can't do that with a Commodore."

While there isn't a 12-Step program for us, there are a few steps many Commodore users take:

1. Our first Commodore. Some started with the Pet, others with the VIC 20, and up... Those started with the earlier models and acquired the computers in between are revered. Jim Butterfield, the most revered Commodore user/advocate of all time, probably built his own Pet. Other admired users are those who've managed to get theirs at extremely little expense or preferably, free. We know value when they see it.
2. Learning to use it. This can be something that happens overnight for some, or take years for others. Some very proficient users still think of themselves in the larval state when they've been fluttering about for ages,

depending on what they do with the computer. Jim Butterfield probably learned to use his while eating his Wheaties for breakfast the day before it was delivered.

3. Seeking Others. We join a User Group and hang out with people that share our enthusiasm. We try to one-up each other with computing feats, caveats, and rummage sale deals.
4. Subscribing to magazines and newsletters. There's nothing we like better (except using our computers) than reading articles about our beloved machines.
5. Discovering new hardware. Some of us get the bug to try different hardware combinations. We thrill at the idea of using GEOS with two disk drives, then end up acquiring a 1571, and 1581 drive to add to the mix. Later we spend a weekend figuring out what partitions are with our first CMD device.
6. Finding New Software. Somewhere in between our second disk drive our first CMD device, we start looking at software. We pour over catalogue descriptions thinking about how we'd use each program. Sometimes the catalogue phase is skipped, finding a bargain at a garage sale and coming home with every Commodore users dream of software... we sort through the disks and documentation (if any) deciding which ones to look at first. Days, weeks, and years can go by as we sort through our collection.
7. Teaching Others. We see that others in our group haven't learned to use their computer to its fullest and start giving demonstrations. This can only lead to...
8. Becoming a User Group officer. When the call for volunteers goes out, you're busy reading other groups'

## The Internet for Commodore C64/128 Users

2<sup>nd</sup> Edition

by Gaelyne R. Gasson

ISBN: 06-646-32207-9

The only Commodore C64/128 Internet reference guide, this 296 page manual takes you through hardware and software needed, how to get online and what you can do once you're there. It covers Email, World Wide Web, FTP, IRC, Telnet, Newsgroups, Commodore files, archives and much more.

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newsletters, but someone points to you and mentions that you seem to know what you're doing. Suddenly, you've been volunteered.

9. Writing articles for magazines and newsletters. Some of us just can't help ourselves. We probably convinced ourselves we were buying our Commodores so we could write.

Are we a religion? Is our use of an older orphan computer an addiction or illness? I don't think so, but some days it's hard to tell the difference. Meanwhile, I'm sure I don't need a cure, or a new religion. My Commodore suits me just fine, thanks.

Gaelyne Gasson is the author of "The Internet for Commodore C64/128 Users" and can be found keeping her home page tidy at <http://videocam.net.au/~gaelyne> or through Email: [gaelyne@videocam.net.au](mailto:gaelyne@videocam.net.au)

## Janet Reno Assails Microsoft To Show How Much She Doesn't Know About Computers

By Jeff Jones. Pardon this 32-bit intrusion. Once again I'm proven 100% correct. Whenever the government deals with computers, they show their ignorance. I've never been angry with Janet Reno before, but she has me spitting fire now. Microsoft is America's software giant. Without Microsoft, your Commodore 64/128 wouldn't have the efficient fast operating system that you enjoy so much. Microsoft wrote Basic V2, BASIC 7.0 for the 128, and the wonderful CHROUT, \$ffd2, which every

## Things To Do While Your 1541 Boots A Program Without A Fastloader

1. Proofread the 1997 tax code for grammatical errors.
2. Open your window, watch the grass grow, then mow it.
3. Find out for the world how many lick it really takes to get to the center of a Tootsie Roll Pop.
4. Say to yourself, "Not going anywhere for a while?" Then eat a Snicker @ bar.
5. Read "Things To Do While Your 1541 Boots a Program Without A Fastloader."
6. Look really close: Is your paint yellowing?
7. If you stare at the back of your hand long enough, and tense it up, it kinda looks like it belongs to a chicken.
8. If you look at the light switch to your bedroom too long, you'll notice that it's dirty.
9. Hey! the area around the doorknob.
10. Wow! All around the house there's dirt at the kid's level.
11. Hmmm. Those imperfections in the ceiling look kinda scary.

Commodore ML programmer has called thousands of times. It's become vogue to bash Microsoft and Bill Gates, but lately it's gotten out of hand.

Fining a computer company \$1,000,000 per day on the barbed word of their *competitors* is foolhardy — especially when you're not computer literate. Ralph Nader, sinking into the depths of paranoia is also assailing Microsoft. I read his rantings, and he's plain wrong. Microsoft should be able to do anything I can do if I owned a software company. The argument that they are now too big to be free is completely un-American to me.

I'm not the only one who feels this way. Janet made this week's hall of shame on CNN's Capital Gang Sunday. From the Wall Street Journal to the pages of most every mag with editors who know what the heck they are talking about, this action is seen as both heavy-handed and plain misguided.

Microsoft's competitors complain that Microsoft has no right to give away

Internet Explorer version 4 for *free* with Windows 98. Additionally Windows Explorer, the program that allows you to surf your computer's drives, will operate like a web browser. Windows 98 is going to cost \$100. That's not free.

Check this out: *Windows 95 has been shipping with a "free" version of Microsoft Internet Explorer V2 for years now.* The major difference is that Microsoft Internet Explorer V2 *sucks*. I mean *really* sucks. Microsoft Internet Explorer V4 has all the bells and whistles of Netscape and more. So Microsoft's Internet competitors claim that Microsoft must *sell* Explorer 4.0 separately. They use disparaging terminology when they say that Microsoft is "forcing" manufacturers to bundle Microsoft software with Windows. Huh? Windows 95 also comes with a free DOOM-like game and other games. Should Id Software and other game makers also sue? If CMD decides to sell a variety disk, should LOADSTAR sue and say that CMD should stay busy selling software to support their hardware and nothing else? Of course not!

I just can't believe that the government couldn't see through obvious whining and smokescreens from the competition. This wouldn't have happened were Microsoft not such a giant. thing is, one of the companies on Microsoft's back is IBM — an even *bigger* company than Microsoft. They were once a major software power, but remain one of the largest corporations in the world.

Microsoft has engaged in some aggressive marketing in the past, but what they are being accused of now is nothing short of legal and fair.

Netscape has ruled the Browser market for years now even though Microsoft Internet Explorer 2.0 has been given away for free with Windows for years. In the past two years, Microsoft has refined the product. What competitors are accusing Windows of

now is not that they are making Microsoft Internet Explorer too difficult to delete, but that they are making it too easy for Windows users to get online. This is un-American. I say to Netscape, use the new goodies Microsoft supplies in Windows 98 to make a bigger better Netscape 98. That's the American way — make lemonade. After all, the Netscape out now is largely calls to Microsoft Routines, isn't it?

## GEOS Paint Drivers - Cheap DTP Plus More!

By Bruce Thomas. GEOS is an amazing, integrated software package for the C-64 and C-128. When Version 2.0 first appeared Berkeley Softworks advertised that they had something seven times better than GEOS.

The ads and upgrade notices made a lot of noise about the improvements to geoWrite plus the addition of geoSpell, geoMerge and Text Grabber. All of the new features of geoPaint were trumpeted loudly. The Desk Accessories sported new cut and paste features and the Desktop was pumped up too. Lastly, the low upgrade price made the whole package a deal too hard to pass up.

Of course, if you had been using a previous version of GEOS you know what a big difference all of these features made. It was great to be able to get things done easier and to do things you previously couldn't, but BSW shortchanged one of the new applications it was including.

When you think of GEOS applications you probably think of geoWrite and geoPaint, ones that you run all of the time. How often do you consider the desktop? You don't have to run it, so it is likely that you forget it is an application also. There is

**Figure A.** By Using the Print Overlay print driver with geoWrite and geoPaint, it is possible to quickly create multiple column newsletters, flyers and bulletins. This one took less than one hour.

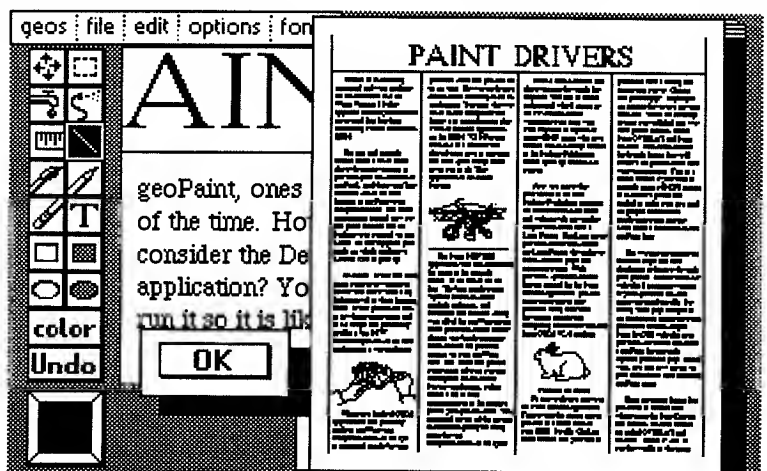




Figure B: Paint Overlay driver was used to create effects like this before geoPaint had a Transparent Paste feature. With Transparent Paste, this is a very easy process, but this exercise shows the power of the basic system.

another application on the GEOS V2.0 System Disk (64 or 128) that you should only have to run once and may, quite likely, have never run at all. This application is the Paint Drivers.

The Paint DRIVERS application was not mentioned by name in the upgrade notice, in the ads or on the box. The box simply states special features to create multiple columns, add headlines and borders' along with all of the other geoWrite news. Since geoWrite doesn't allow placing text beside graphics these drivers are great for spicing up your geoWrite files. But, while this plainly states some of what you can accomplish via the Paint Drivers application, it also leaves a lot to your imagination as to the creative power you gain as a user. The integrated nature of the system is enhanced greatly by using these drivers.

When I first e-mailed Jeff about writing this article his response was that he didn't understand what I meant by the PP drivers and he wondered what they were. This response is typical of many GEOS users who have missed out on a cheap method to do Desktop Publishing and/or spice up all kinds of output.

Now, we know that geoPublish is the best Desktop Publishing program for Commodore 8-bit users and will provide top quality output when used with a Laser Printer. GeoLaser gives geoWrite users with access to a Laser printer the ability to create overlaid pages for columnar output. With geoWrite, geoPaint and the drivers created by the Paint Drivers application, you can create some pretty neat printouts using just your dot-matrix printer and everything that comes with the basic GEOS V2.0 package.

To start with, you must run the Paint Drivers application. Copy it and the printer driver you use to a work disk or your REU. Double Click on Paint Drivers and you will

be presented with a dialog box prompting you to 'Choose real printer type'. Highlight the printer driver you use and click OK. When the Desktop returns you will find that two new printer drivers, called Paint OVERLAY and Paint PAGES, have been created. In the info boxes they will identify the printer driver they were created from. This is a useful feature if you were to upgrade from a 60 DPI printer to an 80 DPI printer and needed to make sure you used the proper Paint Driver (multi-pass/strike drivers don't make a difference to the geoPaint file).

The two drivers operate in different ways and have absolutely nothing to do with your printer. Paint OVERLAY will take consecutive pages of your geoWrite file and create one geoPaint file. By setting your page margins at the appropriate places you can get multiple column output (see Figure A). Paint PAGES will take your geoWrite document and create a geoPaint file for each separate geoWrite page. Either way, you can now spruce up your documents with all of the geoPaint tools.

There are many things that you must be careful with when using the Paint Drivers. For starters, the files created are called OVERLAY and PAGE 1, PAGE 2, etc. If you have a file of that name on your disk it will be overwritten, although there is an exception to this with Paint OVERLAY. Original reviews stated the system would lock up if a similarly named file existed but fortunately for us, that is not true. You must also make sure the disk you are using has enough room (up to 40K) to hold the Paint file(s) that will be created. There is also the chance that you will have to use Page Breaks in your geoWrite document or the bottom lines on your pages could be lost in the process. All of these things are easier to figure out with practice. Once

you have 'printed' your file to disk be sure to rename the file and then reselect your regular printer driver to avoid overwriting your file the next time you print.

The Paint Drivers application first appeared on the GeoWrite Workshop disk with Version 2.0 of geoWrite. At this time geoPaint had not been upgraded and had no transparent paste feature. This shortcoming of geoPaint was quickly overcome by creative users who put the Paint OVERLAY driver to work to create some stunning graphics. Two articles were written on this method of filling graphics regions with patterns and laying text over graphics (see Figure B) in GeoWorld magazine Vol. 2 #2 (Feb. '88) and Issue #17. This process works wonderfully but was superseded with the release of GEOS v2.0 and the upgraded geoPaint.

It was also in the Feb. '88 issue that George H. Wells made note of the one exception to the process I mentioned previously. If you are using Paint OVERLAY you can have a geoPaint file called OVERLAY on the disk and it will not be overwritten but will be written to. Anything in the original OVERLAY file is retained in the new file even if the text 'prints' to the same part of the page. This works great but you would be better off to insert graphics after 'printing' your geoWrite file.

Mention is made in the manual of the possibility to print from geoPublish with these drivers. It is noted that the process could take longer than a geoWrite file but no mention of why you would want to do this. The obvious reason is to have access to the pixel edit and drawing features available in geoPaint. This is a great way to touch up geoPublish files you intend to print with a dot matrix printer but you will lose the ability to print the file and get Laser quality (geoPaint files will print at 80 DPI on a Laser instead of 300).

GeoWrite and geoPublish aren't the only applications you can use these drivers with either. Special versions of the drivers were created and uploaded to Genie that will print geoCalc files to geoPaint images. This comes in real handy if you want to have landscape (sideways) printouts of your spreadsheets. By using Spike Dethman's Paint Rotate program on the resulting geoPaint file you can rotate your geoCalc output 90 degrees prior to printing.

Another great improvement can be had when designing cards or posters with Roger Lawhorn's geoPrint program. This program



# Commodore Bulletin Board List - 16 November 1997

This is a list of all known OPEN Commodore Bulletin Board Systems operated on GENUINE Commodore computers, sorted by country and telephone number. The list is published at least twice a month, with no set schedule. Certain items are abbreviated and those abbreviations can be found near the end of this document, after the credits. If you would like to receive a copy of this list each time it's published, respond to the Usenet post requesting such or send a new Email message to [oasis.commodore@pipeline.com](mailto:oasis.commodore@pipeline.com). If you wish to keep the list updated in any publication or online service, feel free to do so. Search strings are provided at the end of this document.

## CANADA:

**The Blarney Stone: 403-246-5290**

Location: Calgary, Alberta  
BBS Software/Networks: C-Net 128/CommNet  
Sysop Handle: Irish  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct 1997 - Kristina Ebersbach  
**Northern Outpost: 403-622-3395**  
Location: Fox Creek, Alberta  
BBS Software/Networks: C-Net 128/CommNet  
Sysop Handle: Quinn the Eskimo  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct 1997 - Kristina Ebersbach  
**Emergency Call: 403-734-2382**  
Location: Gleichen, Alberta  
BBS Software/Networks: C-Net 128  
Sysop Handle: Medic One  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct 1997 - Kristina Ebersbach  
**The Vault: 416-694-2193**  
Location: Toronto, Ontario  
BBS Software/Networks: Centipede (formerly RAW)/ComLink/JD, 500MB CHD  
Sysop Name: Mark Wigston  
(cc151@freenet.toronto.on.ca)  
Sysop Handle: \*\*\*STRAT\*\*\*  
Maximum Modem Speed: 14.4K BPS  
Verified: 24 Oct 1997 - Mark Wigston  
Comments: In it for the long haul! Don't let the dream die.

**Warp Nine: 905-427-6798**

Location: Ajax, Ontario  
BBS Software/Networks: C\*Base 64 v3.0  
Sysop Name: Not Given  
(scotty\_78@hotmail.com)  
Sysop Handle: Scotty  
Maximum Modem Speed: 2400 BPS  
Verified: 27 Oct 1997 - Sysop

**The Deadworld: 905-434-3905**

Location: Oshawa, Ontario  
BBS Software/Networks: C-Net 64  
DS2/CommNet  
Sysop Handle: Paul Van Doleweerd  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct 1997 - Kristina Ebersbach  
**Robyn's Nest: 905-579-9547**

Location: Oshawa, Ontario  
BBS Software/Networks: C-Net 64  
DS2/CommNet  
Sysop Name: Not Given (aim-pf@speedline.ca)  
Sysop Handle: Robyn  
Maximum Modem Speed: 2400 BPS  
Verified On 27 Oct. 1997 - Sysop

## UNITED STATES:

**Hidden Empire: 201-460-7955**

Location: Woodridge, New Jersey  
BBS Software/Networks: C-Net 128/CommNet  
(patrick873@aol.com)  
Sysop Handle: Polish Warrior  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach

**Future Mountain: 206-384-4704**

Location: Ferndale, Washington  
BBS Software/Networks: Image/CommNet  
Sysop Name: Bob Sisco (bsisco@az.com)  
Sysop Handle: Iron Axe  
Maximum Modem Speed: 14.4K BPS  
Verified: 25 Oct. 1997 - Jim Caldwell

**Omni World 128: 206-536-9353**

Location: Parkland, Washington  
BBS Software/Networks: Omni 128  
Maximum Modem Speed: 14.4K BPS  
Verified: 25 Oct 1997 - Kenneth Nealeay  
Comments: Omni 128 BBS HO  
**The Coffee Shop: 206-565-6306**  
Location: Fricrest, Washington

BBS Software/Networks: Color 64

Maximum Modem Speed: 2400 BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay  
**Huggy Bear's Den: 208-582-8285**  
Location: Tacoma, Washington  
BBS Software/Networks: Omni 128  
Maximum Modem Speed: 14.4K BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay  
**The Valley: 206-840-1031**

Location: Puyallup, Washington  
BBS Software/Networks: Image/CommNet  
Sysop Handle: Roller Man  
Maximum Modem Speed: 14.4K BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Silicon Realms: 209-754-1363**  
Location: San Andreas, California  
BBS Software/Networks: Image/CommNet,  
XNet/CHD  
(foxnhare@goldrush.com)

Sysop Handle: Joe Commodore  
Maximum Modem Speed: 14.4K BPS  
<http://www.goldrush.com/~foxnhare/sr-linfo.html>  
Verified: 24 Oct. 1997 - Kristina Ebersbach  
**CHMAG: 215-242-6004**

Location: Philadelphia, Pennsylvania  
BBS Software/Networks: Image  
Maximum Modem Speed: 9600 BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay  
**Batcave: 303-252-0735**

Location: Denver, Colorado  
BBS Software/Networks: C-Net  
128/CommNet/LTK  
Sysop Name: Ron Fick (rfick@nyx.net)  
Sysop Handle: Caped Crusader  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach  
Comments: The only source for new Lt.  
Kernal HD components. 1 of 2 main network  
hubs for C-Net 128 CommNet gateway.

**Royal Flush: 303-617-9004**

Location: Aurora, Colorado  
BBS Software/Networks: C-Net  
128/CommNet  
Sysop Handle: Maverick  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach

**7-Eleven: 303-745-7018**

Location: Aurora, Colorado  
BBS Software/Networks: C-Net  
128/CommNet  
(dbaay@lucent.com)  
Sysop Handle: Xacto  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach

**Land of Oz: 303-985-3980**

Location: Lakewood, Colorado  
BBS Software/Networks: C-Net  
128/CommNet  
(dkoblis@worldnet.att.net)  
Sysop Handle: Gandalf the Gray  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach

**Inner Circle: 304-697-0101**

Location: Huntington, West Virginia  
BBS Software/Networks: Centipede/Com-  
Link, CommNet, Net64  
/16MB RL, 3.2GB CHD  
Sysop Name: John Pinson  
(icebbs@ramlink.net)  
Sysop Handle: Iceman/ICE (formerly Top  
Cop)

Maximum Modem Speed: 38.4K BPS  
<http://ram.ramlink.net/~icebbs/>  
Verified: 25 Oct. 1997 - Sysop  
Comments: ICE HO, worlds largest com-  
modore BBS (or so he thinks).  
**DiamondBack: 305-258-5039**

Location: Miami, Florida

BBS Software/Networks: C-Net 128/CommNet  
Sysop Name: Mike Egleston  
Sysop Handle: SMS Mike  
Maximum Modem Speed: 2400 BPS  
Verified: 25 Oct. 1997 - Jim Caldwell  
Comments: 1 of 2 main network hubs for C-Net 128  
CommNet gateway  
**Get It Here: 309-764-7084**

Location: Moline, Illinois  
BBS Software/Networks: C-Net 128/CommNet  
the-mage@worldnet.ett.net  
Sysop Handle: The Mage  
Maximum Modem Speed: 2400 BPS  
Verified On 24 Oct. 1997 - Kristina Ebersbach

**The Blade Shop: 312-434-0142**

Location: Chicago, Illinois  
BBS Software/Networks: V128  
Maximum Modem Speed: 2400 BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay

**Palisades: 314-451-6901**

Location: Pacific, Missouri  
BBS Software/Networks: Centipede/ComLink  
Sysop Name: Ron Hooper  
Sysop Handle: Fatboy  
Maximum Modem Speed: 14.4K BPS  
Networks: ComLink

Verified: 25 Oct. 1997 - Dick Cunningham

**Déjà vu: 314-894-9271**

Location: St. Louis, Missouri  
BBS Software/Networks: V128  
Maximum Modem Speed: 2400 BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay  
**Loadstar: 318-425-4382**  
Location: Shreveport, Louisiana  
BBS Software/Networks: Image/CommNet  
Sysop Name: Jeff Jones (jeff@loadstar.com)  
Sysop Handle: Jeff Jones  
Maximum Modem Speed: 14.4K BPS  
<http://www.loadstar.com/>

Verified: 24 Oct. 1997 - Kristina Ebersbach

**Centsible Systems: 318-687-0028**

Location: Shreveport, Louisiana  
BBS Software/Networks: Image/CommNet  
Sysop Name: Bo Fain  
Sysop Handle: Centsible One  
Maximum Modem Speed: 14.4K BPS  
Verified On 25 Oct. 1997 - Jim Caldwell

**Arrakis: 330-833-6159**

Location: Massillon, Ohio  
BBS Software/Networks: C-Net 128/CommNet  
(nurse1@cmh.net)  
Sysop Handle: Muad Dib  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach

**The Phoenix: 360-373-2715**

Location: Bremerton, Washington  
BBS Software/Networks: Omni 128  
Sysop Handle: Radar  
Maximum Modem Speed: 14.4K BPS  
Verified: 30 Oct. 1997 - Fungus - F4CG/Carcass  
Comments: Support for VIC20, C64, C128, Amiga

**Castle Royale: 360-647-7120**

Location: Bellingham, Washington  
BBS Software/Networks: Image/Future Net to  
CommNet, WorldNet, XNet  
Sysop Name: Terry (schlange1@aol.com)  
Sysop Handle: Schlange

Maximum Modem Speed: 14.4K BPS

Verified On 30 Oct. 1997 - Sysop

**The Club House: 360-675-7172**

Location: Oak Harbor, Washington  
BBS Software/Networks: V128  
Maximum Modem Speed: 9600 BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay  
**First Contact: 402-393-2985**  
Location: Omaha, Nebraska

BBS Software/Networks: C-Net 128/CommNet  
(valdar2@aol.com)  
Sysop Handle: Valdar

Maximum Modem Speed: 2400 BPS

Verified: 24 Oct. 1997 - Kristina Ebersbach

**Digital Power: 405-672-8995**

Location: Oklahoma City, Oklahoma  
BBS Software/Networks: Image  
Maximum Modem Speed: 9600 BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay  
**Meg II's Altitude: 405-793-9892**  
Location: Moore, Oklahoma

BBS Software/Networks: Image/CommNet  
Sysop Handle: Flyboy  
Maximum Modem Speed: 14.4K BPS

Verified: 24 Oct. 1997 - Kristina Ebersbach

**Boots: 414-437-9970**

Location: Green Bay, Wisconsin  
BBS Software/Networks: V128  
Maximum Modem Speed: 2400 BPS

Verified: 25 Oct. 1997 - Kenneth Nealeay

**Dumbo's Flying Circus: 414-521-2440**

Location: Waukesha, Wisconsin  
BBS Software/Networks: Image/CommNet  
Sysop Handle: Dumbo  
Maximum Modem Speed: 14.4K BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach

**Ultimate Force: 415-441-1120**

Location: San Francisco, California  
BBS Software/Networks: Centipede/ComLink,  
Net64/16MB RL, 4GB CHD  
Sysop Name: Kenneth Nealeay  
(wizard\_2@pacbell.net)  
Sysop Handle: Megga Force  
Maximum Modem Speed: 14.4K BPS

[http://home.pacbell.net/wizard\\_2/](http://home.pacbell.net/wizard_2/)

Verified: 21 Oct. 1997 - Kenneth Nealeay

Comments: Largest Commodore BBS in North-

ern California

**Home Port: 425-334-8298**

Location: Everett, Washington  
BBS Software/Networks: V128  
Sysop Handle: Sailor  
Maximum Modem Speed: 14.4K BPS  
Verified: 25 Oct. 1997 - Fungus - F4CG/Car-

cas

**Lucky: 502-933-5397**

Location: Louisville, Kentucky  
BBS Software/Networks: C-Net 128/CommNet  
Sysop Name: Dave Snyder  
Sysop Handle: Dave Snyder  
Maximum Modem Speed: 2400 BPS  
Verified: 24 Oct. 1997 - Kristina Ebersbach

**Jim's Room: 503-254-6011**

Location: Portland, Oregon  
BBS Software/Networks: Color SML  
Maximum Modem Speed: 2400 BPS  
Verified: 25 Oct. 1997 - Kenneth Nealeay  
**Twisted Sky: (503)289-5387 (Awaiting New  
Number)**

Location: Sacramento, CA (Moving to)  
BBS Software/Networks: Omni 128  
Sysop Name: Ed Paulsen  
Sysop Handle: Sky Knight  
Maximum Modem Speed: 14.4K BPS  
Verified: 30 Oct. 1997 - Fungus - F4CG/Car-

cas

**Beaky: 518-783-1631**

Location: Cohoes, New York

BBS Software/Networks: Color SML

Maximum Modem Speed: 2400 BPS

Verified: 25 Oct. 1997 - Kenneth Nealeay

**Twilight Zone: 602-827-2706**

Location: Tempe, Arizona  
BBS Software/Networks: Centipede/ComLink  
/16MB RL, 1GB CHD  
Sysop Name: Tim Allen  
(dynamite@mindspring.com)  
Sysop Handle: Dynamite

Maximum Modem Speed: 28.8K BPS (Hayes  
Optima 28.8)

<http://dynamite.home.mindspring.com/>

Verified: 21 Oct. 1997 - Sysop

Comments: Color 64 V7 Freeware Distribution  
BBS. In process of switching from V128 to  
Centipede.

**Apache War Drums: 602-834-5631**

Location: Mesa, Arizona

BBS Software/Networks: Color 64

Sysop Name: Naich Warren

Sysop Handle: Golden Eagle

Maximum Modem Speed: 2400 BPS

Verified: 25 Oct. 1997 - Kenneth Nealeay

Comments: War Board

**Oasis Commodore: 602-849-2892**

Location: Phoenix, Arizona

BBS Software/Networks: Centipede/ComLink

/16MB RL, 1GB CHD

Sysop Name: Dick Cunningham

(oasis.commodore@pipeline.com)

Sysop Handle: Wanderer

Maximum Modem Speed: 14.4K BPS

<http://oasis.home.pipeline.com/>

Verified: 21 Oct. 1997 - Sysop

Comments: Centipede Add-On Support

**Tower: 607-735-0469**

Location: Elmira, New York

BBS Software/Networks: Image/CommNet

Sysop Handle: The Tower

Maximum Modem Speed: 14.4K BPS

Verified: 25 Oct. 1997 - Jim Caldwell

**C= Support Center: 809-451-7485**

Location: Bridgeton, New Jersey

BBS Software/Networks: Image/CommNet

Sysop Name: Gordon Thomas  
(g.thomas43@genie.com)

Sysop Handle: The Director

Maximum Modem Speed: 14.4K BPS

Verified: 25 Oct. 1997 - Jim Caldwell  
**Bass Planet: 809-587-4495**  
 Location: Mercerville, New Jersey  
 BBS Software/Networks: C\*Base 64  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**The Mailbox: 610-834-9694**  
 Location: Lafayette Hill, Pennsylvania  
 BBS Software/Networks: Image/CommNet  
 BBS Platform: C128-64/16MB RL, 85MB CHD  
 Sysop Name: Nelson Schrock  
 (n.schrock@genie.com)  
 Sysop Handle: Keymaster  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 Oct. 1997 - Sysop  
**The Last Stand: 612-533-5267**  
 Location: Minneapolis, Minnesota  
 BBS Software/Networks: Centipede/ComLink  
 Sysop Name: Mike Martin  
 (mmartin@pdlink.com)  
 Sysop Handle: Voyager  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 October 1997 - Dick Cunningham  
**Cygnus X-1: 614-522-6563**  
 Location: Newark, OH  
 BBS Software/Networks: C-Net 64  
 DS2/CommNet  
 Sysop Name: Michael Bendure  
 (mbendure@infinet.com)  
 Sysop Handle: Mitron  
 Maximum Modem Speed: 14.4K BPS  
 http://www.infinet.com/~mbendure/cnet/  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
 Comments: This is the main hub that all gateways connect to for CommNet.  
**Gremline: 618-795-4896**  
 Location: Middleville, Michigan  
 BBS Software/Networks: Image/CommNet  
 Sysop Name: Mark Newman  
 Sysop Handle: Gremlin  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 Oct. 1997 - Jim Caldwell  
**Cereal City: 616-962-1390**  
 Location: Battle Creek, Michigan  
 BBS Software/Networks: Omni 128  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**Golden Reef: 619-390-0351**  
 Location: Lakeside, California  
 BBS Software/Networks: C-Net 128/CommNet  
 Sysop Handle: Fisheye  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 October 1997 - Kristina Ebersbach  
**Dream Factory: 619-390-7483**  
 Location: Lakeside, California  
 BBS Software/Networks: C-Net 128/CommNet  
 Sysop Name: Gordon Wright  
 Sysop Handle: Chameleon/CSD  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Color King: 619-697-7892**  
 Location: Lamesa, California  
 BBS Software/Networks: C-Net 64  
 DS2/CommNet  
 Sysop Handle: Rambo  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**The Abyss: 619-874-6921**  
 Location: San Diego, California  
 BBS Software/Networks: Centipede/ComLink  
 /2GB CHD  
 Sysop Name: Dane Ruyle  
 Sysop Handle: Eddie  
 Maximum Modem Speed: 28.8K BPS  
 Verified: 25 Oct. 1997 - Dick Cunningham  
 Comments: They're Back!  
**First Blood: 702-399-2415**  
 Location: Las Vegas, Nevada  
 BBS Software/Networks: Color 64  
 -64/5MB Storage  
 Sysop Handle: Big Bob  
 Maximum Modem Speed: 2400 BPS  
 Verified: 22 Oct. 1997 - Hernan Vergara  
 Comments: One of the first BBS's in the U.S.  
**Excalibur BBS: 702-434-3034**  
 Location: Las Vegas, Nevada  
 BBS Software/Networks: Image/Network Name  
 Sysop Handle: Night Owl  
 Maximum Modem Speed: 2400 BPS  
 Verified: 21 Oct. 1997 - Hernan Vergara  
**The CBN Sports Network: 702-673-9731**  
 Location: Sun Valley, Nevada  
 BBS Software/Networks: V128/ComLink  
 Sysop Name: Charles Nichols  
 (sendhols@aol.com)  
 Sysop Handle: Grampa  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 October 1997 - Sysop  
 Comments: Family Oriented BBS  
**Sunlight: 702-673-2927**  
 Location: Sun Valley, Nevada

BBS Software/Networks: V128/Net64  
 Sysop Name: William Creveling IV  
 Sysop Handle: Shadow Blue  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 Oct. 1997 - Dick Cunningham  
**The Repair Shop: 702-792-5064**  
 Location: Las Vegas, Nevada  
 BBS Software/Networks: Color 64-64/2 71's  
 Sysop Handle: Mr. Finit  
 Maximum Modem Speed: 2400 BPS  
 Verified: 21 October 1997 - Hernan Vergara  
**Seek and Destroy: 703-669-1244**  
 Location: Bristol, Virginia  
 BBS Software/Networks: V128  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**North Pole: 708-986-1295**  
 Location: Darien, Illinois  
 BBS Software/Networks: V128  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
 Harry's Asylum: 713-471-6503  
 Location: Laporte, Texas  
 BBS Software/Networks: Image/CommNet  
 Sysop Handle: Dr. Harry  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Power House: 713-852-7028**  
 Location: Humble, Texas  
 BBS Software/Networks: Image/CommNet  
 Sysop Name: Jack Followey  
 (powerhouse@usa.net)  
 Sysop Handle: Rascal  
 Maximum Modem Speed: 14.4K BPS  
 Networks: CommNet  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Nature Reserve: 714-828-7298 (Line 1), 714-952-2696 (Line 2 is ComLink Hub from 11 PM - 6 AM PST)**  
 Location: Cypress, California  
 BBS Software/Networks: Centipede/ComLink  
 /multiplexed LK  
 Sysop Name: Adam Fanello  
 (adamf@acm.org)  
 Sysop Handle: Ant  
 Maximum Modem Speed: 14.4K BPS (Both Ports)  
 http://www.bugsoftware.com/  
 Verified: 21 Oct. 1997 - Sysop  
 Comments: Centipede & V128 HQ  
**Huntington Connection: 714-848-4692**  
 Location: Huntington Beach, California  
 BBS Software/Networks: Image  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
 Fourth Dimension: 717-845-7175  
 Location: York, Pennsylvania  
 BBS Software/Networks: C-Net 128/CommNet  
 Sysop Handle: Overlord  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Conquer the City: 718-680-8038**  
 Location: Brooklyn, New York  
 BBS Software/Networks: Omni 128  
 Maximum Modem Speed: 9600 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**Portsmouth Commodore Users Group: 804-393-2949**  
 Location: Portsmouth, Virginia  
 BBS Software/Networks: Color 64  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**Ski Resort: 804-393-4984**  
 Location: Portsmouth, Virginia  
 BBS Software/Networks: Color 64  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**Channel 19: 804-422-4671**  
 Location: Virginie Beech, Virginia  
 BBS Software/Networks: V128  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**Spidey's Web: 804-474-2562**  
 Location: Virginie Beech, Virginia  
 BBS Software/Networks: V128/ComLink  
 Sysop Name: Denny Byrd  
 (spidey@unix.aardvarkol.com)  
 Sysop Handle: Spiderman  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 22 Oct. 1997 - Sysop  
**Civic 64/128 BBS: 805-382-1125**  
 Location: Oxnard, California  
 BBS Software/Networks: Omni 128/Omni Net  
 /1.28GB CHD

Sysop Name: Ben Holmes (bnholmes@rain.org)  
 Sysop Handle: Ben Holmes  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 26 Oct. 1997 - Sysop  
 Comments: Many Utilities  
**Sterfleet Command: 810-258-9864**  
 Location: Birmingham, Michigan  
 BBS Software/Networks: C-Net 64 DS2/CommNet  
 Sysop Handle: Deacon One  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**The Lighthouse BBS: 813-254-3799**  
 Location: Tampa, Florida  
 BBS Software/Networks: Image 1.2a  
 BBS Platform/Hardware: Commodore 64  
 Sysop Handle: Trout  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Jim Caldwell  
 Comments: Very good Commodore Graphics BBS  
**The Raven's Nest: 813-839-0240**  
 Location: Tampa, Florida  
 BBS Software/Networks: C-Net 64 DS2/CommNet  
 -64/1 GB CHD  
 (nestbbs@gle.net)  
 Sysop Handle: The Raven  
 Maximum Modem Speed: 14.4K BPS  
 http://home1.gte.net/nestbbs/homepage.htm  
 Verified: 24 Oct. 97 - Kristina Ebersbach  
 Comments: Supports Tampa Commodore Users Group (TCUG)  
**Magic's Realm: 813-986-6786**  
 Location: Tampa, Florida  
 BBS Software/Networks: C-Net 64 DS2/CommNet  
 Sysop Handle: Demon  
 Maximum Modem Speed: 2400 BPS  
 Networks: CommNet  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Pink Panther: 817-634-1719**  
 Location: Killeen, Texas  
 BBS Software/Networks: Omni 128  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**The RoadHouse: 818-265-9888**  
 Location: Glendale, California  
 BBS Software/Networks: Centipede/ComLink,  
 Net64 J/D, 170MB CHD  
 Sysop Name: Sean Kilian  
 (cpnknigh@earthlink.net)  
 Sysop Handle: Captain Knight  
 Maximum Modem Speed: 57.6K BPS  
 Verified: 22 Oct. 1997 - Sysop  
 Comments: Messages, Games  
**Live Zone: 901-584-2588**  
 Location: Camden, Tennessee  
 BBS Software/Networks: C-Net 128/CommNet  
 Sysop Handle: Night Person  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Black Iris: 903-839-3668**  
 Location: Whitehouse, Texas  
 BBS Software/Networks: C-Net 64 DS2/CommNet  
 (slknight@ballistic.com)  
 Sysop Handle: Raven  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**The Bos'un Locker: 904-221-3808**  
 Location: Jacksonville, Florida  
 BBS Software/Networks: C-Net 128/CommNet  
 Sysop Handle: Boets  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 Oct. 1997 - Jim Caldwell  
**The Boiler Room: 904-284-2175**  
 Location: Green Cove Springs, Florida  
 BBS Software/Networks: Image/CommNet  
 Sysop Name: Ed Wilson  
 Sysop Handle: Fred Kruger  
 Maximum Modem Speed: 14.4K BPS  
 Networks: CommNet  
 Verified: 25 Oct. 1997 - Jim Caldwell  
 Comments: Mein Network Hub for Image CommNet  
 Getaway  
**Warp Nine: 905-427-6798**  
 Location: Unknown  
 BBS Software/Networks: C\*Base 64  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**STAR-Link: 914-962-0194**  
 Location: Yorktown Heights, New York  
 BBS Software/Networks: C-Net 128/CommNet  
 Sysop Handle: Darth  
 Maximum Modem Speed: 2400 BPS  
 Networks: CommNet  
 Verified: 24 Oct. 1997 - Kristina Ebersbach  
**Sterfleet Command: 919-732-9309**  
 Location: Hillsborough, North Carolina (Raleigh)  
 BBS Software/Networks: V128/Net64  
 /1GB CHD  
 Sysop Name: Matthew Price  
 (edmyank@worldnet.ett.net)  
 Sysop Handle: Admiral Yank  
 Maximum Modem Speed: 19.2K BPS

http://home.att.net/~admyank  
 Verified: 24 Oct. 1997 - Sysop  
 Comments: Star Trek oriented with amenities  
**Kapital K'pers: 941-656-5613**  
 Location: N. Fort Myers, Florida  
 BBS Software/Networks: Image/CommNet  
 /SC64  
 Sysop Name: Jim Caldwell  
 (wa3swm@iiline.com)  
 Sysop Handle: Range Rover  
 Maximum Modem Speed: 14.4K BPS  
 Verified: 25 Oct. 1997 - Sysop  
**Star Base 2: 941-748-6618**  
 Location: Bradenton, Florida  
 BBS Software/Networks: Color 64  
 Maximum Modem Speed: 2400 BPS  
 Verified: 25 Oct. 1997 - Kenneth Nealey  
**Infinite Loop: 970-245-2961**  
 Location: Grand Junction, Colorado  
 BBS Software/Networks: C-Net 128/CommNet  
 (earlw@massive.gj.net)  
 Sysop Handle: EWWfishbone  
 Maximum Modem Speed: 2400 BPS  
 Verified: 24 Oct. 1997 - Kristina Ebersbach

## CREDITS:

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 02 Nov. 97

## Abbreviations:

**C64:** Commodore 64, 64C or SX 64  
**C128:** Commodore 128 or 128D  
**C128-64:** Commodore 128 or 128D operated in 64 Mode  
**CHD:** CMD Hard Drive  
**Color SML:** Color 64 Super ML  
**Color V8:** Color 64 Version 8  
**JD:** JiffyDOS  
**LTK:** Lieutenant Kernel Hard Drive  
**RL:** RAMLink  
**SC64:** Super CPU 64  
**SC128:** Super CPU 128  
**V128:** V128

adds all of the features of the venerable Print Shop and PrintMaster programs to the GEOS environment, but with more design flexibility. When creating cards or posters you are working in geoPaint on a reduced size template. GeoPrint takes this template and jumps through the necessary hoops to expand and rotate the images where necessary to create the printed output.

The biggest drawback to the geoPrint process is the reduced area you are working on. By printing to a geoPaint file with the Paint Pages driver, your creation is expanded and you have a large area in which to add text and more graphics if you please. This process works great and permits you to fit more on a card than would otherwise be possible with just the template. Again, Spike's Paint Rotate will let you flip the geoPaint file to work upright on all four sides of the card.

If you get a chance to pick up the issues of GeoWorld I mentioned you should do so. Although the process is now quicker with geoPaint it, is a handy trick to have at your disposal and shows you what some very creative people have done with GEOS.

I hope that this article has enlightened you to some of the possibilities that exist when using the special Paint Drivers printer drivers. As with all things in the GEOS universe a little experimentation and a willingness to try to use different programs with each other can highlight the integrated nature of this Operating System. The Paint Drivers enforce the fact that, even at only 4K in size, every GEOS application can be an important one.

## Old Broken VCRs and 40-Col Monitors: A Perfect Marriage

By Jeff Jones. It's Christmas time again! I'm re-running this because I just helped a subscriber get a new television for nothing. Are you about to repair a VCR or purchase a replacement VCR? Then don't throw away your broken VCR — not if it can still tune. In fact, don't even have your broken VCR repaired. Buy a new one. They're only around \$100 now and repairing your old one might cost you \$125! You can use that old one to build a new TV.


It's no real stretch to think of your

VCR as a computer. Like your computer, the VCR is a black box that feeds the television a picture. Forget the coaxial cable "out to TV" jack. What you need are two RCA plugs (regular push-type stereo cables) and the video out and audio out jacks from your VCR. The video out goes to the monitor's video plug. The audio out goes to the monitor's audio plug. Note that 1701 monitors must take VCR output in the front since it's expecting separated video in the back, which most home VCRs don't supply. You'll have to flick the "signal selector" switch in the back of the 1701 to "front". Some older 1084 monitors actually have a VCR button on them. I don't know what it's for because I just hooked up my VCR like a C-64 and switched between my Amiga and VCR

with the Amiga being on the 80-column screen and the VCR on the 40-column screen.

You can hook your C-64 to the VCR if you can't spare the monitor. If your monitor has front and rear plugs, you can have the C-64 in at the back and the VCR in at the front. To switch between the two, you'll have to press the front/back switch. Or you can use a composite (two-plug) monitor cable and plug the video and audio into the VCR's video and audio in. You'll have to change the VCR's input to video. Some VCRs make you tune to channel 0 for that. Just read your VCR's instructions for monitoring or recording from a video camera. In this case your C-64 is the camera -- but only with composite video (the two prong

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monitor cable). If you use the game box, you'll have to use a coaxial cable adapter and tune to channel 3 or 4.

## Mcopy and RAMLink

By Jeff Jones. It may not be widely known that Mcopy crashes when you try to copy to or from a RAMLink partition with your SuperCPU engaged. There is no need to disengage your SuperCPU. Just flick over to the slow mode and MCOPY will operate properly.

Need a more permanent fix? How about having MCOPY automatically switch you to the slow mode? Just move to the partition where you keep Mcopy and type the following command:

```
@r:mc=mcopy
```

Then type:

```
New
```

```
10 poke 53370,0
20 ↑ "mc"
```

```
←mcopy
```

Now you have a program that places your SuperCPU into the slow mode and then boots MCOPY. Don't worry. It won't copy any slower.



## Letters To The Editor

John Elliott: The RAM expansion card for the SuperCPU: I corresponded once with a TWS user who had his 64 internally expanded I think to 256k. The only use he was able to make of it though, was to put his letterhead and logo in a separate memory bank, from which he printed it to a laser printer. I *think* ACE does make use of the extra memory as more than just an internal ram drive.

**Jeff:** SuperRAM can be used as contiguous RAM in 1- 4- 8- and 16-megabyte chunks. It comes with a GEOS patch. ML programmers will find it easier to access SuperRAM Than REU memory or and other RAM

that's not considered "onboard." SuperRAM's RAM is seen as part of the computer, not a secondary storage device.

John Elliott: Thanks for the Memory by Gaelyne: I used the same title for an article for Gazette a few years ago. A few additional points re memory:

On my shell account I regularly used my 28.8 BPS modem and BBU supported 1750 REU simultaneously. I used an Aprospand extender card that allowed more than one slot to be on at once. There was no conflict.

**Jeff:** I've tried this, but keep in mind that with different computers you may get different results. For instance Super Snapshot and an REU on an Aprospand worked on my flat 128, but not on an SX 64.

John Elliott: There are floating around through the Commodore newsgroup some additional memory devices. I own the BBU, which gives permanent memory to my 1750 REU. I also have a 2 meg BBG that also has permanent memory, but only works with GEOS and Novaterm 9.6. There are also second hand RAMDrives out there.

**Jeff:** We have a couple of RAMDrives and a BBU. While these devices work, RAMLink is simply better, seamless and nearly invisible – plus it's still for sale.

John Elliott: The last time I checked it was still possible to buy the QBB in sizes up to 256k. TWS and Calc are specially designed to work with those boxes, although I also use Run Paint from it.

**Jeff:** QBB is one product I've never used. If a substantial number of them are available for sale, I'd welcome a review of the product.

John Elliott: Novaterm 9.6 and likely some other programs use the video memory in the 128 as a temporary ram drive.

**Jeff:** Yes. That would be Maverick The Compression Kit and a few others.

John Elliott: I know of at least two programs that use the ram in my drives as

temporary ram. More on this later.

**Jeff:** Never heard of that. Makes no sense either since it would likely be nearly as fast to store the data in a random file or even a sequential one.

John Elliott: At least one person has been expanding 64's and 128's internally although my earlier comments stand re what is available in software. The question here is the difference between programming and storage memory. I *think* that ACE allows programming in the larger memory. You could for example run a 100k program without accessing the disk. But GEOS does this in my BBG ram cartridge. So I am confused regarding the difference between ram as storage and ram as part of the computer. The result seems to be the same, except maybe with bank switching. Since my BBG has 2megs, do I have the equivalent of 2 megs of on board memory?

**Jeff:** No. The 6510 microprocessor can only address 64K of RAM. Same for the C-128. It banks its memory. Banking is kind of like breaking up memory into manageable chunks. Beyond that, it has to go out and "get" data from devices. With the REU, it uses DMA or Dynamic Memory Allocation, to copy banks of memory to and from the REU to the C-64/128. Only once the data is in the computer can it see the data. For instance the computer can't "look" into location 100,000 of the 1750. It has to copy the byte to some location in the computer and then act upon it. The actual copy process is very fast. Your C-64 can actually copy any number of bytes to or from the REU faster than it can read or write to its own memory.

RAMLink doesn't use DMA, but the software involved in its RLDOS edges out the REU's RAMDOS in speed. Plus it's more reliable. While the actual work being done to access a 1-16-meg RAMLink is very extensive, from the user's point of view the memory seems contiguous. I have no idea my 5.5-meg RAMLink is actually broken down into manageable banks at the system level.



John Elliott: Gaelyne lost me on the differences between RAMLink memory and REU memory. She says that you cannot use your RAMLink as an REU, although the REU can be blended with RAMLink memory. If she meant that PaperClip III would not recognize the RAMLink as a ramdisk for the spell checker, I think she is correct. On the other hand, Eric Lee quickly adapted TWS so that it would run from RAMLink and use it as a storage area (as he did for the hard drive). I can save Speedscript to me REU and run it from there. I can do the same with the RAMLink. Maybe the problem is that most software is not tweaked to recognize RAMLink as a REU, although Charlie told me years ago that the "newer" Timeworks programs (Superbase, etc.) all did. When my Superbase could not run from or save to RAMLink, he suggested I had an older version.

**Jeff:** The RAMLink is not an REU in that you can't get GEOS, or any program that uses an REU, to see the device as an REU. Your Computer sees the RAMLink as a single or multi-partitioned hard drive and that's it. It actually *can* be used just like a GeoRAM, but with slightly different code.

If you plug an REU into your RAMLink, it can operate in one of two ways:

- As a partition in RAMLink (a ram disk) when the switch is flicked to "normal"
- As an REU when the switch is flicked to the "direct" mode.

Your choice isn't permanent. A 1750 plugged into say a 4-meg RAMLink is a 4.5-meg RAMLink, but the REU memory is separate. You can't have a 4.5-meg partition, but you can have any number of smaller partitions. You can format a 512k Native partition. Partition 1 of my RAMLink is my 1570. It has about 2000 blocks free. I don't remember. I rarely use it because I consider this partition transient. Only for temporary stuff. This is because if I boot GEOS, I'll flick over to the direct mode and want to use the REU, and GEOS doesn't write to the partition like RAMLink does. It uses its own random format,

which effectively mangles the RLDOS directory. If I go back to partition 1 after using GEOS, it's just about the only way you will *ever* get a *Drive Not Ready* error from a RAMLink. Just do a format:

```
@n:voila!,jj
```

And the partition is ready to use again.

As for Eric Lee adapting TWS to run from the RAMLink, I dunno. I use an older TWS, not intended to be used with RAMLink and it works fine for me. Unlike with the REU, the dictionary isn't copied to the REU on booting. I have my dictionary on the same partition with the program in the directory. The same way you would use the dictionary on a disk-based system like a 1581. TWS boots in about one second.

I switch partitions with disk commands, and the spell check is as fast as lightning, especially in the C-64 mode with the SuperCPU. Fender just got the HD version of TWS. Not to sound macho, but I feel so comfortable with the old TWS, I probably won't bother using the newer version. If you're not used to CMD-DOS commands, you might want to upgrade to the newer TWS to navigate your HD/RAMLink.

John Elliott: Dot Matrix Vs Ink Jet: You could be right about paper quality variations. I found recently that shiny photocopier paper was blurring my ink while ink jet paper was not. I will have to keep an eye out for differences among packages. I just bought a year's supply at an office outlet. A tractor feed ink jet would be wonderful. Most computer salesmen don't believe me when I tell them that nearly all of my impact printers will obey programmable back up commands. TWS Illustrator requires this capability (or a wait command with manual back up). Ben's 4 Scan scanner also works best with the back up command. Unfortunately, my Stars also have a slight slippage problem, so that the top line of each page sometimes is slightly blurred- more so if I am using double strike. My Xetec interfaces cannot generate a dense enough image of letter even in double strike to give better than draft image on my ink jet, although they look very good on my Stars. GeoPaint images look good in color on my Stars. The dots are too scattered to look

impressive on my Stylus. This is I think a driver problem since your Rainbow print program in a recent LOADSTAR disk gives excellent definition on my ink jet with color koalas and doodles. My Star though, cannot give the smoothness to the letters in larger sizes that the built in fonts on my Epson can.

**Jeff:** Now that I have a new laser, and am using my ink jet less and less, I'm buying more expensive paper for it, and am impressed with the output again. Ink jet printers are simply expensive to use.

John Elliott: Sprite captures and printouts. My FC III will also print out sprites with a screen capture. It will kill them in order to increase game play. Except possibly with the new program at the FC III site, FC will not save screen captures.

**Jeff:** I don't know if I ever trashed the Final Cartridge in public, but two LOADSTAR subscribers sent me their Final Cartridges II and III on the condition that I didn't send them back. The cartridges had interesting features, but I found that I just couldn't leave it plugged in and work without crashing and eventually losing work at LOADSTAR. IF you want a quote from me on Snapshot vs. Action Replay vs. Final Cartridge III, Snapshot wins hands down. The flaws in Snapshot are simply far easier to live with. Its only fatal flaw is that nasty bug in the file copier.

John Elliott: Multitasking: Yes, with GEOS, either the Switcher in Gateway or Wizard with any GEOS and a REU will allow terminate and stay. With Wizard, one application can be left open while another is opened and run. Once the second application is closed, the other open one begins to run again. I suppose my QBB version of TWS is terminate and stay in that with the 64 version, I can leave a document in QBB, load and run another program from disk, and then return to the QBB and continue my document. I can even do that without leaving QBB. I can run TWS, leave it, open Run Paint, and use it, return to the document in TWS, without ever accessing my disk. These are all terminate and stay sequences. I have a simple demo program from Compute Gazette that is a true

multitasking program. Once run, it allows me to run two short basic programs on my c64. Since they are alternately sharing the same CPU, both basic programs run very slowly. I suppose that with the SuperCPU this would not be a problem. My 128 has this arrangement, although I don't know of software that allows them to run simultaneously.

**Jeff:** I'll confess that when people talk about multi-tasking in the 21st Century, they aren't talking about what's going on in the computer or how many processors the computer has. We do six basic things with our computers:

- Load
- Save
- Edit
- Print
- Send
- Receive

These are major tasks. Doing any two of them at the same time brings you into the realm of doing two tasks at the same time. Having two programs running at the same time, performing any of those tasks while the other program is doing the same takes you over the line.

When Bill Gates says multi-task, he's talking about the notion of printing and continuing to work while the computer is sending data to the printer or working on a newsletter while downloading smut from the Internet. This isn't a function of a computer, but of the operating system. Commodore users *could* do these things if programs were written to support them. The problem is high memory consumption and the bogging down of the computer. For instance, your C-64 gets into a state where it's effectively locked up while waiting for an external device to accept more data. This is why you can't type while saving or printing. This makes it difficult to multi-task on a C-64 while communicating with external devices.

I once wrote a BASIC program that multi-tasked with an external device. I think it was a reader program for use with my then extra-long review of Super Aide or Super Snapshot. This was way back on issue #50-something. This program allowed you

to page through a text file while it was still being loaded. You were off and reading after the first page was loaded, but the tradeoff was that the load took longer. I don't think it would have been as successful if I tried to do it during a save.

John Elliott: Actually all Commodore owners have at least two CPUs, if you count the floppy drive. I have a short program that loads to my floppy drive. It will then print to printer the file on disk that I name. I can simultaneously run a word processing program. I was once brave enough to remove the cable connecting the computer and disk drive while printing took place. The printing continued. I am told that the later editions of Fast Hackem could copy files between drives after being disconnected from the computer.

**Jeff:** Now that's interesting! Of course this would mean you'd have to spool your files to disk first (which our Windows brothers also do), you could get away with some nice multitasking. I forgot about that Fasthack'em trick. Fender showed that to me way back in January of 1989.

John Elliott: A large printer or printer interface buffer gives the same result as the spooler I have described. If I send a print command to my ink jet, or via an Xetec Sr. or Gold to my Star impact printers, I soon have computer access returned to me while the printer is still working. I think this is multitasking.

**Jeff:** It's no more multi-tasking than printing normally. It's only multitasking if the *computer* is still sending to the printer while you're working on something else.

What I would like to know is can these buffers work for your 1541/71/81 drives. With Ram prices the way they are, and considering that a C-64 rarely sends or receives more than 64k of data, a cheap 64k inline cable device could seriously speed up all serial tasks. Are you reading this, CMD?

John Elliott: What is the new GEOS upgrade OS that Maurice mentions in #48?

**Jeff:** Frankly I don't know. I've heard

so many rumors and conflicting information. We purposefully haven't fanned the fires because we knew that part of the lore was that CMD was at the bottom of it, which doesn't seem to be based on fact. CMD is already flooded with calls to their 800 line. They asked us not to add to the problem. Speaking of which, if you have a *question* for CMD, the number is 1-403-535-0032. A subscriber wanted to ask a ton of questions last week, but didn't want me to give him their tech support line. Tsk tsk. Every time you dial an 800 number, the party you dial is paying the bill – That includes LOADSTAR.

The following text may illuminate the GEOS product. It has sent shock-waves through the commodore world. I remember Maurice first appeared to me on I believe LOADSTAR #66 with Invoice writer, a program that he used at his business. Since then he has blossomed into a programming powerhouse, respected and known worldwide. Now I feel like I'm writing a eulogy. Let's hope Maurice reconsiders what he's written.

## Maurice Randall Calls It Quits. Somewhere A Software Pirate Is Feeling Pretty Stupid.

Excerpted from Maurice's Editorial for November, 1997's 'Double Click', the newsletter for the Lansing Area Commodore Club. I've had a rather disappointing month. I learned that geoFAX has been uploaded to some BBSs and made available for free downloading. I actually found a BBS in California (after being tipped off) and logged onto it and downloaded the software myself. It was in two geoPack'd files. One file was side 1 of the disk and the other was side 2.

Just imagine all the work I put into that software, plus the fact that it's the only software of its kind for our computers, and someone feels they have the right to freely distribute it. GeoFAX is a commercial package. There's nothing free about it.

I've done a lot of free work for others over the years, I've helped out many Commodore users in various ways, either through free utilities to users or programming ideas to fellow program-

mers. Seems like I also deserve the opportunity to make some money from what I know. Somebody else doesn't think so.

The copy that I downloaded has been on that BBS since February of this year. You have to imagine that once it gets downloaded, it gets passed around to others and also to other BBSs. You know what? GeoFAX sales have dropped off by 90 percent this year. Do you suppose this has anything to do with it?

On this same board was GEOS 2.0. Just think, you could download the entire GEOS 2.0 package and geoFAX and have a pretty decent setup. All for free. And all very much illegal.

Several years ago, I thought it would be kinda neat to get into the software business and earn a decent living at it. If it turned out to be lucrative enough, I could devote more time to programming and less time to my main line of work, auto repair. I don't see it happening anymore. I've come to the realization that my time is best spent where I can make a decent living.

Every time I've cracked down to finish up a program that I've been working on, I've neglected my customers. They've had to wait longer to get their cars back. You know what? They all pay for what I do, and they pay me well. And they don't mind it. I do a good job diagnosing and repairing their cars and they are pleased when I'm finished.

Nobody can pirate my work in my auto shop. You can't make a copy of a transmission rebuild that I did and pass it around. I've never seen anybody be able to upload and download a valve seal replacement job on a Chrysler Minivan.

When I was developing geoFAX, I would use a computer setup at home and also had one set up at work. I spent time during business hours working on this software. I could have been taking in more auto repair work and getting more done if I hadn't taken on the task of creating a fax program for our 64's and 128's. I could have made a lot more money. GeoFAX cost me a lot of money to develop due to these lost revenues. I've done this with other programming projects also.

Every time I do it, I get behind on my bills and it takes awhile to get caught back up. I can't keep doing that.

I've sold almost 500 copies of geoFAX. About 75 percent of those were

wholesale and the rest were direct from me at full price. So, I've taken in some money from it, but not enough. It took an awful lot of man-hours to get the software developed. The same amount of time spent fixing cars would have returned 10 times the amount of money.

GeoFAX was quite a rewarding accomplishment from the standpoint of seeing the software actually working. But from a financial standpoint, it was a failure. I haven't even made minimum wages from the product on the time spent, not to mention what could have been made if I spent my time more wisely.

I had anticipated this would be a product that people would want to pass around and devised a pretty good method of having an ID number that was unique to each individual disk. Any attempt to change this ID number would make the program either act strange or not work at all. I believe if it weren't for this, the program would be passed around more than it has.

The copy of geoFAX that I downloaded still has this ID number in it. I know who the original owner of that disk is. I waited a week for him to answer my Email with no response. So, I sent Email again. This time it came back with an invalid Email address. This person has called me on the phone a few times in the past and I've always thought he was just one of the loyal Commodore users who has enjoyed the work that I do. Now I'm not so sure.

Every time geoFAX sends out a fax, the ID is sent with it. If you ever get a fax from a geoFAX user and you see 'geoFAX GF-1035A' in the upper left corner, you'll know it's coming from someone with an illegal copy. A while back, I learned of another one that was passed around over in Germany. It has the ID 'GF-1295A'.

It's common knowledge that I'm working on a completely new upgrade to the GEOS 64 operating system, currently known as 'Project G'. But GEOS 2.0 is being passed around. What do you suppose would happen to this new version of GEOS? I've already spent more time on it than I spent on geoFAX. And it won't take much time to finish it. My plan was to have it ready by Christmas. I've been polishing up some of the areas that need the most attention and with a little more work, this package could be released. Then I would do a 128 version. Once that was completed, I would do further work on both systems as well as making a

version specifically for the SuperCPU.

For the past couple of weeks, I've slacked off on my computer activities and concentrated more on what I'm supposed to be doing -- fixing cars. And as always, I come out ahead. I've actually been able to pay my phone bill, my gas and electric bill, and other bills. I'm not two or three months behind on them like I usually am. This sure is a better feeling having some money in my pocket.

I hate to say this, but Project G isn't going to be finished by Christmas now. I won't neglect my business anymore, it's just not worth it to me. I'll probably still finish Project G, but I'll only work on it as I get time. My computing activities are going to be reduced considerably for the next few months and possibly longer as I concentrate more on my auto repair shop.

In the lobby of my shop, I started laying down new ceramic tile about 3 years ago. It's still only half finished. I want to finish that up. I also want to finish painting the inside of the building. And I need to get up on the roof and do some repairs there. At home, my wife is still waiting for me to finish remodeling the bathroom and finish grouting the tile in the kitchen. It's 'only' been two years.

Should I neglect her any longer?

Part of my reduced computing activities involves my time spent online. I've had an account with CompuServe for about 9 years now. I cancelled that subscription about a month ago. I'm going to cancel my subscription with Genie this month also. I'll keep my account with Delphi for awhile. There seems to be a decent amount of Commodore activity there, and Delphi is also my link to the Internet and it's the source of my most used Email address.

I'm also going to quit doing outside computer work, both programming and article writing.

Of course, my own BBS will remain operating, as it doesn't occupy much of my time. And I enjoy helping people on the BBS when they need it. That's a rewarding feeling. It's the official BBS for our club also. That's something else I will remain with, our own club. Maybe I can do a better job of getting the newsletter done each month now instead of always rushing to get it done on time.

I haven't done any auto racing since 1993. That's something I've always spent my extra time with. Somehow, computing got in the way of it. I plan to devote my

extra time once again to the sport I really love. Did you know that I was the last person to drive a Chrysler product in the NASCAR Winston Cup Series? That's a little known fact. It was in 1985. There hasn't been a Chrysler car eligible for that series since then. From '86-'88, I ran full time in the ARCA SuperCar Series. The same cars I used in NASCAR were still allowed for those 3 years with ARCA. I originally thought I could make enough money programming to help finance my very low-budget racing operation. That never happened. But since I do all the work on the race cars right here in my own shop without having to pay someone else to do it for me, I've been able to participate in this sport. Sure, it's an expensive sport, but I've always managed to do it with very little money. And in fact, in 1988, my money winnings totaled just slightly more than my expenses. I know I haven't won any races or even had any really good finishes, but at least I can say I've done it. And I can still do it, and I will.

Computers are just going to have to take a back seat. Only one problem, though: my race car doesn't have a back seat.

—Maurice Randall



## More Mouse Programming Trips

By Jeff Jones. BASIC Programmers have it easy when it comes to calling up a box or a menu. ML programmers have to go through all sorts of preparations – or do they? If you check out the wizards in Legal Beagle on LOADSTAR #162, you'll see that I'm not afraid to draw a box. In Basic it's easy with a toolbox:

*Sys box,x1,x2,y1,y2,character,color*

There's no such syntax in ML. MR. Mouse does allow you to draw boxes from ML, but you must do it in the following fashion

```
LDA x1
STA minx
LDA x2
STA maxx
LDA y1
STA miny
LDA y2
STA maxy
LDA char
STA code
LDA boxcolor
STA color
JSR Mouse+84
```

Fine for one or two boxes, but if you have more, it's time to use a subroutine like this one:

```
LDX <mybox
LDY >mybox
JSR makebox
```

Isn't this code more succinct? If you had a hundred boxes to draw, wouldn't you want to do it that way? Here you point to your box parameters with your .X and .Y registers and then go to a routine that feeds them into MR. Mouse's variable slots:

```
makebox STX 251
STY 252
LDY #5
Loop LDA (251),y
STA minx,y
DEY
BPL Loop
JMP Mouse+84
```

Even the *makebox* routine seems compact. Your box parameters will look like this.

```
Mybox .byte 1,2,3,4,5,6
```

Where x1=1 and so on. Modularizing and subroutine can make your ML programs grow sophisticated by leaps and bounds. Once you begin programming in this fashion, it begins to feel like a high level language. Most important of all, you pack more power into your programs, and they look better.

## Get Rich Quick Schemes, Illegal Pyramid Schemes Caught In An International Law Enforcement Web; Nearly 200 On-Line Businesses Put On Notice

**Government press release:** NOV 17, 1997 Hundreds of get-rich-quick business opportunities and pyramid schemes operating on the Internet have been warned by law enforcement authorities across the country and around the world that their "fabulous offers" may be illegal operations. Three federal law enforcement agencies, 23 state agencies and consumer protection officials in 24 countries participated in the first "International Internet Sweep Day," to target get-rich-quick scams mushrooming on the 'net.

"The Internet offers an instant, international marketplace to consumers around the world," said Jodie Bernstein, Director of the Federal Trade Commission's Bureau of Consumer Protection. "It also opens a new arena where hi-tech con artists can peddle their fraudulent wares. We want to put computer con artists on notice: Law enforcement agencies throughout the country and around the world are patrolling the Internet. We intend to make sure it's a fair and free marketplace."

The International Marketing Supervision Network ("IMSN"), an association of consumer protection law enforcement agencies from over two dozen countries, sponsored the International Internet Sweep Day. The Australian Competition and Consumer Commission coordinated this international law enforcement effort. The FTC coordinated its own participation with that of the U.S. Securities Exchange Commission (SEC), the U.S. Commodity Futures Trading Commission (CFTC) and 23 state consumer protection agencies and securities regulators.

The FTC and its state counterparts identified hundreds of web sites offering get-rich-quick schemes and sent the operators of 180 of those sites educational e-mail messages. Potential pyramid sites received messages that described the distinction between legitimate multi-level marketing plans and pyramid schemes. Business opportunity promoters received messages emphasizing their legal obligation to be truthful when making earnings claims and to be able to substantiate them. These

messages referred site operators to the FTC's web site for additional information. The web sites will be revisited in the future, and if additional information suggests that they are illegal operations, law enforcement actions may be taken.

The SEC and the CFTC, the federal agencies responsible for administering and enforcing the U.S. federal securities and futures laws, respectively, participated in the Sweep Day by identifying and determining whether Internet sites may violate the U.S. securities or futures laws and related regulations.

Twenty-three consumer protection law enforcement agencies and securities regulators from the following states participated in the International Sweep: Alabama, Arkansas, California, Connecticut, Delaware, Florida, Ohio, Illinois, Indiana, Kansas, Kentucky, Louisiana, Michigan, Minnesota, Missouri, New Jersey, New York State, Nevada, North Dakota, Rhode Island, Texas, and Wisconsin.

International participants included: Australia, Austria, Belgium, Canada, Czech Republic, Denmark, Finland, France, Hungary, Ireland, Jamaica, Japan, Korea, Mexico, New Zealand, Norway, Philippines, Poland, Portugal, South Africa, Spain, Sweden, Switzerland, and the United Kingdom.

A prime objective of the Sweep was to educate businesses using the Internet about consumer protection laws and to deter those who are violating the laws from continuing to do so. Low cost and ease of access make the Internet an attractive medium for entrepreneurs who may be starting up their first business, and may not be aware of their legal obligations.

- To assist consumers, the FTC has

developed educational materials that offer the following advice:

- Investigate all earnings claims. Talk to others who have purchased the opportunity to see if their experience verifies the claims. Demand to see the company's basis for its claims in writing. Be skeptical in judging whether the claims are backed up.
- Beware of "shills" or phony references. Don't accept a list of references selected by the company offering the business opportunity as a substitute for a complete list of franchise or business opportunity owners.
- Avoid any plan that includes commissions for recruiting additional distributors, because it may be an illegal pyramid scheme that ultimately must collapse for lack of new recruits. Many state laws prohibit pyramids by allowing commissions to be paid only for retail sales of goods or services, not for recruiting new distributors.
- Ask for the disclosure document if you're investing in a franchise. This document, required by law, should provide detailed information to help you compare one business to another. If the company has no disclosure document, beware!
- For work-at-home plans, get specific information about the tasks you will perform, how you will be paid, by whom and when; and the total costs and fees and what you get for your money.
- Get all promises in writing, including any refund policy, in any contract you sign. Check out the company with the state securities agency, attorney general's office or other consumer protection agency not only in the state where you live, but also in the state

where the company is headquartered. The Better Business Bureau is another good resource. These organizations can tell you if they have any consumer complaints about the company on file.

Copies of the consumer education materials are available on the Internet at the FTC's World Wide Web site at:

<http://www.ftc.gov>

And also from the FTC's Public Reference Branch, Room 130, 6th Street and Pennsylvania Avenue, N.W., Washington, D.C. 20580; 202-326-2222; TTY for the hearing impaired 202-326-2502. To find out the latest news as it is announced, call the FTC NewsPhone recording at 202-326-2710.

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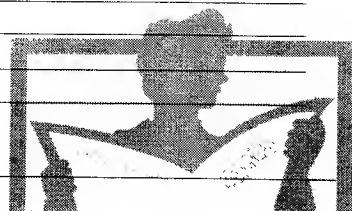
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## Politically Correct Ways To Say A Person Is Dense

- ☺ Not the sharpest knife in the drawer.
- ☺ Got into the gene pool while the lifeguard wasn't watching.
- ☺ A room temperature IQ.
- ☺ Got a full 6-pack, but lacks the plastic thingy to hold them together.
- ☺ A gross ignoramus -- 144 times worse than an ordinary ignoramus.
- ☺ A photographic memory, but the lens cover is glued on.
- ☺ A prime candidate for natural de-selection.
- ☺ Bright as Alaska in December.
- ☺ One-celled organisms out score him in IQ tests.
- ☺ Donated his body to scientists... Before he was done using it.
- ☺ During evolution his ancestors were in the control group.
- ☺ Fell out of the family tree.
- ☺ Gates are down, the lights are flashing, but the train isn't coming.
- ☺ Has two brains; one is lost and the other is out looking for it.
- ☺ He's so dense, light bends around him.
- ☺ If brains were taxed, he'd get a rebate.
- ☺ If he were any more stupid, he'd have to be watered twice a week.
- ☺ If you give him a penny for his thoughts, you get change back.
- ☺ If you stand close enough to him, you can hear the ocean.
- ☺ It's hard to believe that he beat 100,000 other sperm.
- ☺ One neuron short of a synapse.
- ☺ Some drink from the fountain of knowledge, but he just gargled.
- ☺ Takes him 1.5 hours to watch "60 Minutes."
- ☺ Was left on the Tilt-A-Whirl a bit too long as a baby.
- ☺ Wheel is turning, but the hamster is dead.

## Happily Ever After

A man takes the day off work and decides to go out golfing. He is on the second hole when he notices a frog sitting next to the green. He thinks nothing of it and is about to shoot when he hears, "Ribbit. 9 Iron" The man looks around and doesn't see anyone. "Ribbit. 9 Iron." He looks at the frog and decides to prove the frog wrong, puts his other club away, and grabs a 9 iron. Boom! He hits it 10 inches from the cup. He is shocked. He says to the frog, "Wow that's amazing. You must be a lucky frog, eh?" The frog reply's "Ribbit. Lucky frog." The man decides to take the frog with him to the next hole. "What do you think frog?" the man asks. "Ribbit. 3 wood." The guy takes out a 3 wood and Boom! Hole in one. The man is befuddled and doesn't know what to say. By the end of the day, the man played the best game of golf in his life and asks the frog, "OK

where to next?" The frog replied, "Ribbit. Las Vegas." They go to "Las Vegas and the guy says, "OK frog, now what?" The frog says, "Ribbit Roulette." Upon approaching the roulette table, the man asks, "What do you think I should bet?" The frog replies, "Ribbit. \$3000, black 6." Now, this is a million-to-one shot to win, but after the golf game, the man figures what the heck. Boom! Tons of cash comes sliding back across them table. The man takes his winnings and buys the best room in the hotel. He sits the frog down and says, "Frog, I don't know how to repay you. You've won me all this money and I am forever grateful." The frog replies, "Ribbit, Kiss Me." He figures why not, since after all, the frog did for him he deserves it. With a kiss, the frog turns into an unusually developed 15-year-old girl. "And that, your honor, is how the girl ended up in my room." The origination of this Internet chain letter is unknown.

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